MISSION 7
RETRIEVE THE COGITATOR

Even as the Benedictio was hammered by the Tyranid vanguard, and the Dutiful plummeted to the surface of Macragge, another Imperial Lander struggled to make a safe landing. With Tyranid creatures infesting its cargo hold, and mycetic spores raining to the ground beside it, the Steadfast crashed into one of Macragge's most inhospitable regions with the force of a blazing comet. All hands were lost as the lander broke apart on impact, and the fuel load detonated in a blistering fireball.

With the Tyranid horde approaching closer to the Ultramar fleet and Macragge, the defenders did not hesitate in sending a small force of Ultramarines, led by Sergeant Galonis, to investigate the crash site. Their mission was vital – within every Imperial Navy vessel is a small, armoured cogitator that records all communications and sensor information gathered by the vessel. With the Tyranid menace drawing ever closer, any intelligence that could be gathered about their fleet could be of pivotal importance to the Ultramarines. As Galonis and his squad closed on the ruined lander, they quickly realised that they were not alone – Tyranids, survivors of the crash landing or vanguard elements deposited by mycetic spores, scuttled forth from fissures in the ground, eager to slay the blue-armoured warriors.

FORCES

Ultramarines: Squad Galonis – Sergeant Galonis (armed with a bolt pistol & chainsword), 3 Space Marines with bolters, 1 with flamer

Squad Quintis – 4 Space Marines with bolters, 1 with missile launcher

Tyranids: Brood of 6 Genestealers
Brood of 10 Termagants
3 Infestation Markers & 3 Spore Mines

SET UP

Deploy the Ultramarines within 12" of one corner of the 48"x48" board. Place the Hive Node within 12" of an adjacent corner to the Ultramarines' zone and deploy the Termagant brood within 3" of the Node. The Hive Node is there as a marker only – it has no role in this mission other than to serve as the Termagant starting point. Place the cockpit 18" from the Ultramarines. Deploy the Genestealers within 3" of the cockpit. Array the Infestation Markers between the Ultramarines and the cockpit, with no Infestation Marker closer than 12" to any other, and they cannot be within 6" of the Ultramarines. Place one spore mine in base contact with each Infestation Marker. Lastly, arrange the remaining **Battle for Macragge** scenery pieces in between the Ultramarines and the cockpit, with at least 4" separation between these pieces and any other board element. **Note:** the board shown in the diagram below has terrain features built into it that you can choose to imitate with your own scenery creations. However, these features shown below are for inspiration only and are not required to play this mission.

OBJECTIVES

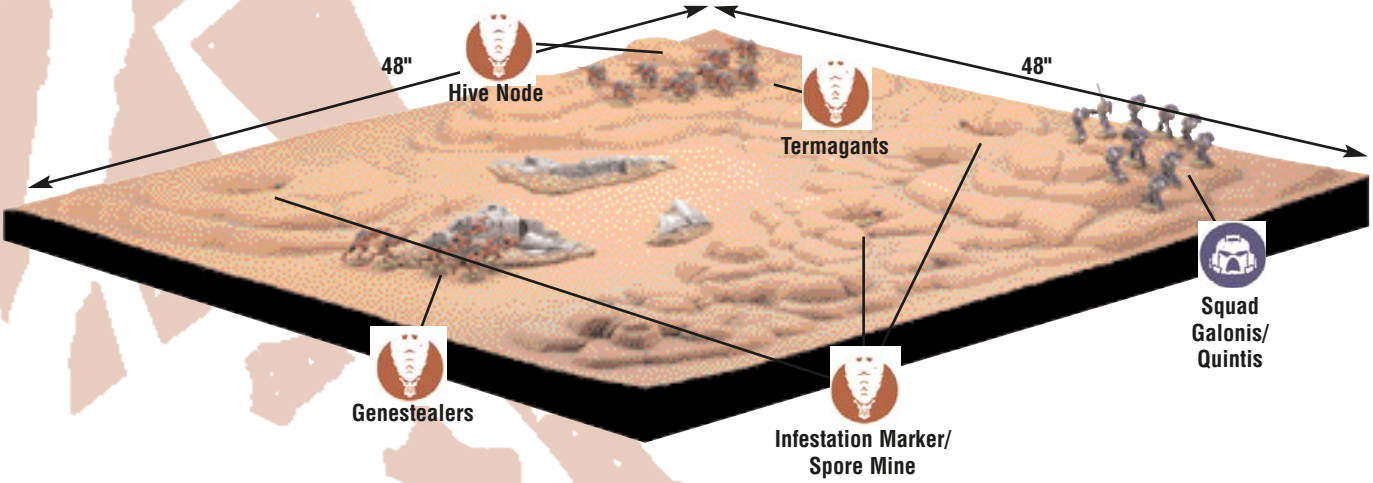
This mission lasts for 6 turns. At the end of turn 6, consult the victory conditions to determine the winner.

Ultramarines win: Squad Galonis must secure the cogitator from the wreckage of the *Steadfast*. If there are five or more Ultramarines models within 3" of the cockpit section by the end of Turn 6 the Ultramarines player wins.

Draw: If there are five or less Ultramarines models within 3" of the cockpit, the game ends as a draw.

Tyranid victory: If more than five of the Ultramarines are slain, then the Tyranids are victorious.

With the Tyranid menace drawing ever closer any intelligence that could be gathered would be of pivotal importance to the Ultramarines.



ULTRAMARINES RULES

Move: Squads (or units) are a group of models that move, shoot, and assault together. All models in a squad must always end their move within 2" of another model from the same unit. Each Space Marine squad may move up to 6" in any direction in the Ultramarines' turn. If they move over wreckage (or any other difficult terrain you may have added), roll 2D6 – the higher scoring D6 is the maximum distance they can move this turn in inches.

Shoot: Each Space Marine squad may target a single Brood, Spore Mine, or Infestation Maker for shooting each turn. An Infestation Marker can sustain 2 Wounds from bolter fire before it is removed. Both Infestation Markers and Spore Mines can attempt Cover Saves as described in the **Battle for Macragge** providing they are touching a piece of wreckage.

Bolt Pistol: Sergeant Galonis is armed with a bolt pistol. If his squad remains stationary, he can fire twice up to 12", rolling a D6 for each shot and requiring 3+ to hit on each. If any member of the squad moved in that turn, Galonis may only fire once. Termagants are wounded on a 3+, while Genestealers, Spore Mines, and Infestation markers are wounded on a 4+. Genestealers and Termagants that are wounded are removed as casualties unless they are touching a piece of wreckage or within a crater, in which case the Tyranid player may make a Cover Saving throw of 5+ for each wound inflicted. If this is failed, the models are removed. Tyranids get no armour saves against bolt pistol or bolter fire as the shells are so powerful they punch right through the Tyranids' armored exoskeletons. Spore Mines that are wounded will detonate following the rules for **Spore Mines** below.

Bolters: Most of the Space Marines with Sergeant Galonis are carrying bolters. They function in much the same way as a bolt pistol. Space Marines with bolters may fire once up to 24" if the entire squad remains stationary, or twice up to 12" whether or not they move. Each shot will hit on a 3+ and has exactly the same effect as a bolt pistol (see above). A squad that fires bolters may not assault in the same turn.

Flamer: The Space Marine armed with the flamer may always fire. To fire the flamer, place the flamer template with the thin end touching the firer's base, and the thick end covering as many enemy models as possible. The template must not touch any friendly models. Any Termagant touched by the flamer template is incinerated on a D6 roll of 3+. Genestealers are killed on the roll of a 4+. Infestation Markers are destroyed on a 4+. When hit, Spore Mines detonate. Detonation follows the rules for Spore Mines below. No model can make cover saves or armour saves against the flamer.

Missile Launcher: A missile launcher can only shoot if the whole squad remains stationary – the Space Marine has to steady his aim and brace himself. The weapon gets one shot per turn with whichever missile type the player chooses and shoots up to 48". It hits on a roll of 3+ and can fire one of two kinds of missile each turn, either Krak or Frag missiles.

Krak Missile: A high-explosive anti-tank round, the krak missile is more than a match for any living target. A Krak shell wounds Infestation Markers, Spore Mines, Genestealers, and Termagants on a 2+. None of these get armour saves against it, although they may take cover saves as normal. In addition, the krak missile is so powerful that an Infestation Marker wounded by it is killed outright.

Frag Missile: An anti-personnel explosive round designed to shower an area with razor-sharp metal fragments, the frag missile is the bane of foot troops. If the shot hits, place the small blast marker over one of the target models. That model, and any others whose bases are covered by the marker, are automatically hit. Any model whose base is touched by the marker but not covered will be hit on a 4+. Termagants are wounded on a 3+, while Genestealers, Spore Mines, and Infestation Markers are wounded on a 4+. Models within or touching cover may attempt cover saves on a 5+.

Assault: If the Ultramarines end their move within 6" of a Tyranid unit and did not fire, they can charge into close combat. Move each Space Marine up to 6" to make base contact with the nearest Tyranid. They can spread out and attack different targets, so long as all models from the unit are within 2" of another model from the same unit. They cannot bypass unengaged models or move through gaps narrower than their base width.

In close combat, each Space Marine rolls one die to hit. However, on the turn they charge into assault, each Space Marine gains an extra attack and therefore rolls two dice for that turn. They need a 3+ to hit and 3+ to wound the Termagants, and Space Marines need a 4+ to hit and a 4+ to wound a Genestealer. Sergeant Galonis, on the other hand, normally rolls two dice to hit in close combat because he carries a chainsword (he gets 3 Attacks on the charge). Galonis hits and wounds in the same manner as regular Space Marines.

If wounded, Termagants or Genestealers may make an armour save on a D6 roll of 6, as their tough hides and bone plates protect them. Any that fail their armour save are removed.

However, Termagants are as fast as the Space Marines, and strike back at the same time – even those that would have been removed after being wounded (lay these models down to remind you to remove them after they have attacked). Termagants roll one dice each

Termagant and Genestealer rush the Space Marines en masse

needing a 4+ to hit and 5+ to wound the Space Marines.

Genestealers, on the other hand, are even faster than Termagants and Space Marines, and the Genestealers will strike first in close combat (even if the Space Marines charged). Genestealers need a 3+ to hit and a 4+ to wound a Space Marine.

Wounded Space Marines must roll 3+ for their armour save or be removed. Obviously, removed Space Marines cannot make their attacks, even if they charged. Once the Ultramarines are in close combat with a Tyranid unit, they may not move away until all Tyranids in the unit are dead.

The Space Marines can assault Spore Mines, but they do so at their own peril. The Spore Mines will detonate when the Ultramarines come into base contact with the Mines.

Space Marines can assault Infestation Markers, which have 2 Wounds. Since the Markers are stationary, all the Ultramarines' attacks hit when in base contact. However, the Infestation Markers are almost as tough as Hive Nodes – Space Marines need a 5+ to wound an Infestation Marker in assault.

TYRANID RULES

Assault: Tyranids that end their move within 6" of the Space Marines may assault. They follow all the rules for moving into base contact as described in previous missions. Termagants fight with 1 Attack in close combat, while Genestealers fight with 2. Both get 1 extra Attack on the turn they charge. Termagants and Space Marines will fight simultaneously, as detailed in the Assault rule for Space Marines above. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Termagants hit Space Marines on the score of 4+ and wound them on a 5+. Space Marines may make an armour save against wounds from Termagants, saving on a 3+.

Genestealers are far deadlier than Termagants and will strike their blows before Space Marines. Genestealers hit on a 3+, and wounds on a 4+. Space Marines may take armour saves against wounds inflicted in this manner – they save on a 3+. However, any to hit roll of a 6 means the Genestealer has torn through the Space Marine's armour killing him outright with no to wound roll or armour save needed.

Infestation markers: At the end of each Tyranid turn, one Spore Mine not currently in play may be placed touching each Infestation Marker. The number of Spore Mines in play may never exceed eight.

Spore Mines: Every turn, each spore mine moves D6". Roll the Scatter Die to see which direction the mine moves. If the die rolls a "HIT," the Tyranid player can move the mine in any direction. If a spore mine is wounded or moves into contact with an Ultramarines model at any point during its movement, it detonates. Resolve the detonation and remove the spore mine from play.

Exploding Spore Mine: When it detonates, place the central hole of the large blast marker over the mine. Any models completely covered by the blast marker are automatically hit – any partially covered models are hit on a D6 roll of 4+. Any Space Marines that are hit are wounded on a 4+. Those wounded must pass armour saves of 3+ or be removed as casualties. Tyranid models can also be wounded by exploding spore mines. Termagants are wounded on the score of 3+, while Genestealers, other Spore Mines, and Infestation Markers are wounded on a 4+.

However, none of these get armour saving throws against Exploding Spore Mines if they are in, or touching, cover – they may attempt a cover save of 5+. If another spore mine suffers a wound from an exploding spore mine, it will immediately detonate following the normal rules for Spore Mines of its type.

Acid Spore Mine: When they come into contact with an enemy or are detonated by being shot, Acid Spore Mines spray out gouts of concentrated acid. Roll the Scatter Die. If an arrow is rolled, place the flamer template with the small end touching the mine, pointing in the direction rolled. If a "HIT" is rolled, the Tyranid player can choose the direction of the flamer template. Any non-Tyranid model wholly or partially covered by the template is automatically hit. Space Marines are wounded on a 4+. The acid is so strong that it burns through even Space Marine armour, thus allowing no saves.

Poison Spore Mines: When a poison spore mine detonates, place the central hole of the small blast marker over the mine. Models covered by the blast marker are automatically hit, while those partially covered are hit on a 4+. Space Marines that are hit will be wounded on a 4+. Space Marines wounded by the poison must pass an armour save of 3+ or be removed as casualties.

Fleshborers: Termagants can shoot up to 12". Each Termagant rolls one D6 when they shoot (even if they moved), and they hit on a 4+ and wound on a further 4+. Wounded Space Marines must roll 3+ for their armour saves or be removed. If touching wreckage, a Space Marine may attempt a cover save of 5+.

Fleet of Claw: Instead of firing its fleshborer, a Termagant may make a special move if it wishes. Simply roll a D6 instead of shooting. The result is the number of inches the model may move, representing it scurrying across the ground as fast as possible. Termagants may even use **Fleet of Claw** to move across wreckage without any additional penalty.

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